

Florence-Firestone Vision Plan

Community Design and Identity Vision



Agenda

Introductions and purpose of workshop

Project overview

Summary of Workshop #2

Creating a “complete” community

Visioning exercise

- Community design vision
- Community identity

Report back

Summary and next steps

What is a Vision Plan?

“Dream Book” for the future

Contains long-term vision for community

Identifies community priorities

Focuses on physical change to community

- ♦ Land use/Design
- ♦ Transportation
- ♦ Infrastructure
- ♦ Community facilities

Sets framework for a detailed “Community Plan”

Project Team

Los Angeles County Department of Regional Planning

Consultant Team (Raimi + Associates, Economic and Planning Systems, Ryan Snyder Associates)

FFCET Florence-Firestone Community Enhancement Team (County Staff and Community Leaders)

Chamber of Commerce

Citizens

Community organizations and businesses

Process

Stakeholder interviews (Nov/Dec 08)

Issues and opportunities analysis (Dec 08/Jan 09)

Community goals and priorities (Jan 09)

Visioning (Feb 09)

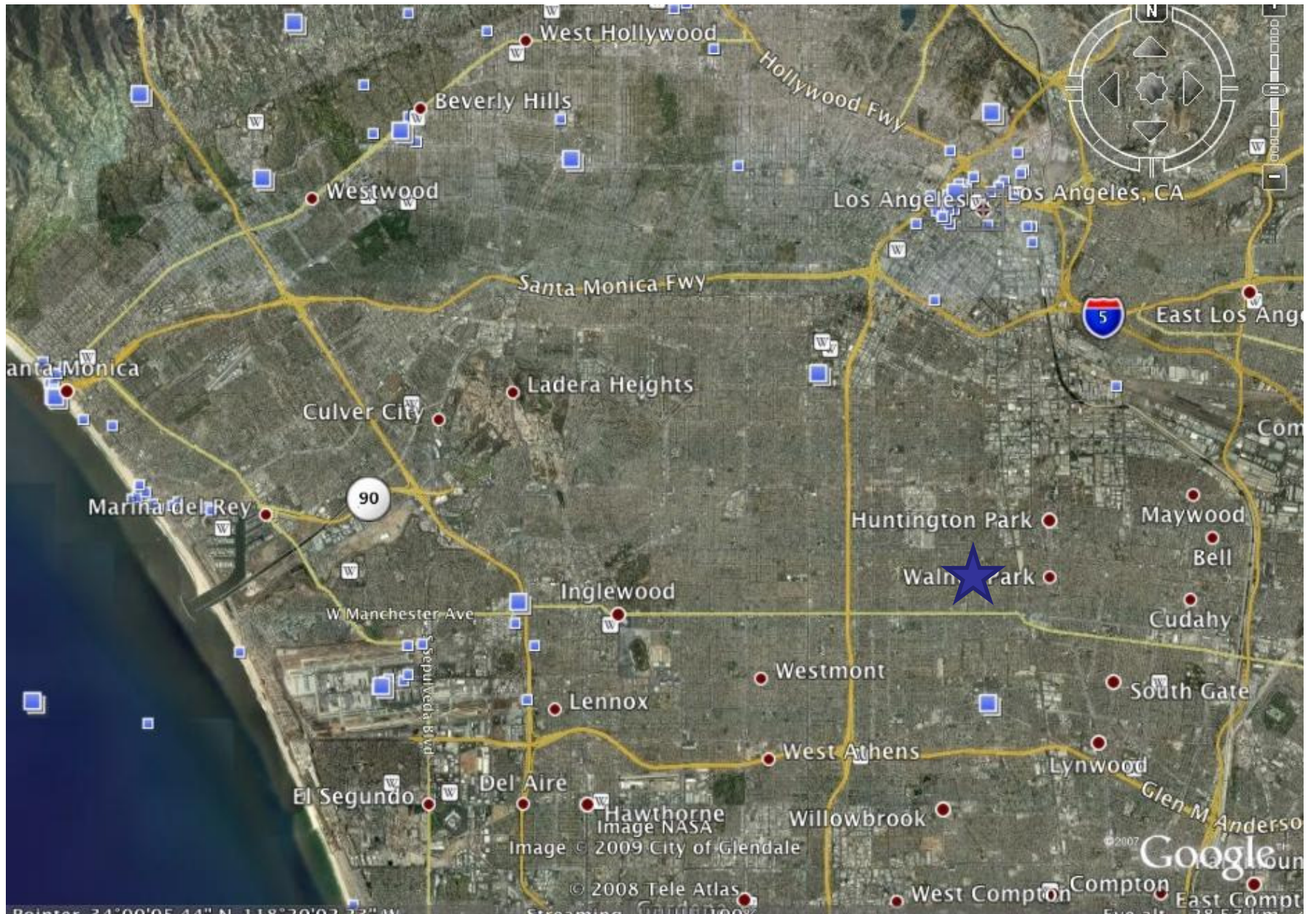
Plan preparation (March 09)

Plan review (March 09)

Final approval (April 09)



Community Overview



Location

Project Boundaries





Key Issues

Key Issues

High crime rates and gang activity

Streets have trash

Illegal Dumping

Graffiti

Significant number of code violations

Mix of incompatible uses (industrial and residential)



Key Issues

Florence Mile needs improvement

Major roadways are visually unattractive

Lack of neighborhood shopping/meeting areas

Few jobs in the community

Limited opportunities for job training and vocational education

Lacks a unique identity

Alleys are dangerous and unattractive



Key Issues

Lack of parks and open spaces

No full-time County services

Area is split between 2 supervisorial districts

Additional facilities and services are needed for youth, seniors and others

Educational system that does not meet the community's needs

Lack of access to health care

Blue line stations are dangerous and unattractive

Some streets are unsafe for pedestrians and bikes





Workshop #1: Community Goals

Workshop Overview

31 Goals divided into 6 categories

- Built Environment
- Economy and Jobs
- Transportation
- Public Facilities and Services
- Community Life
- Health and safety

Community voted on most important goals

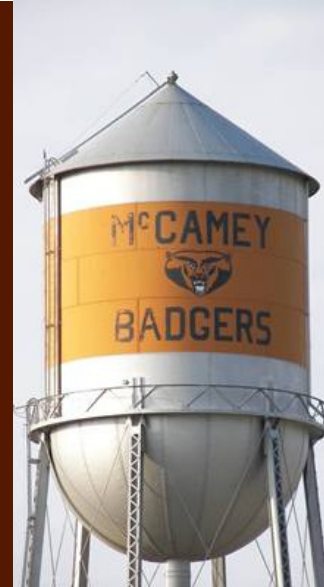
Workshop Results

1. Improve public safety
2. Enhance services for youth, seniors and disabled
3. Improve alleys
4. Attract more supermarkets and restaurants
5. Preserve existing and attract new jobs



Workshop Results

6. Enhance job training
7. Reduce trash and graffiti
8. Address code violations
9. Create an identifiable image for the community
10. Enhance Florence Mile
11. Enhance neighborhoods





Creating a “Complete” Community

10 Basic Needs

1. Safety
2. Quality education
3. A sense of place
4. Social interactions and support
5. Quality housing
6. Arts and culture
7. An ability to support a family
8. A diversity of services
9. Access to government
10. A safe and inexpensive transportation system

The Result? Hope for a better future for ourselves and our children



Interactive Exercise



Community Design Vision

Community Design Vision

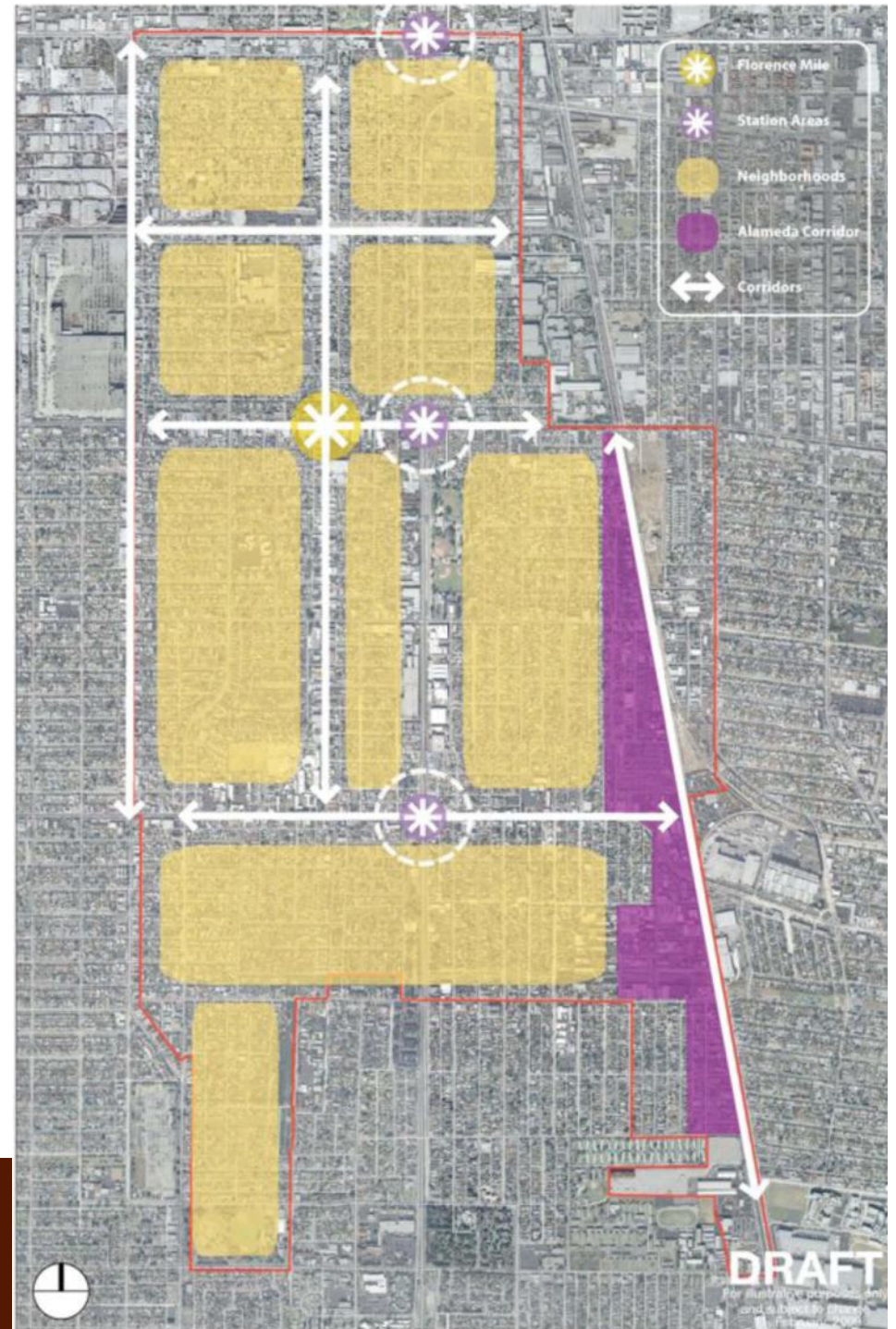
What is your vision for different areas of the community?

3 options for each area

- Maintain
- Evolve and enhance
- Transform

Options range from least difficult to most difficult

Result: Identify a preferred direction for each area



Focus Areas

Florence Mile/Blue Line Station

Maintain

Maintain existing retail character.



Evolve and Enhance

Allow new, mixed use development and new or rehabilitated single-story commercial.



Transform

Add strip commercial development to Florence Mile.



Neighborhoods

Maintain

Maintain existing zoning that allows for single family, duplexes and small-lot multifamily.



Evolve and Enhance

Change zoning to only allow single family; existing multifamily could remain.



Transform

Encourage redevelopment and infill of parcels with workforce housing



Alameda Corridor/Industrial

Maintain

Keep existing types of industrial and commercial uses



Evolve and Enhance

Pursue light industrial/flex uses and small-scale manufacturing



Transform

Assemble parcels and redevelop part of the area with large-scale industrial, retail, office or other uses



Corridors

Maintain

Maintain the existing character and uses



Evolve and Enhance

Add small multi-family and/or small retail



Transform

Add 3-5 story mixed use with residential over retail.



Firestone Blue Line Station

Maintain

Keep existing retail uses
and character



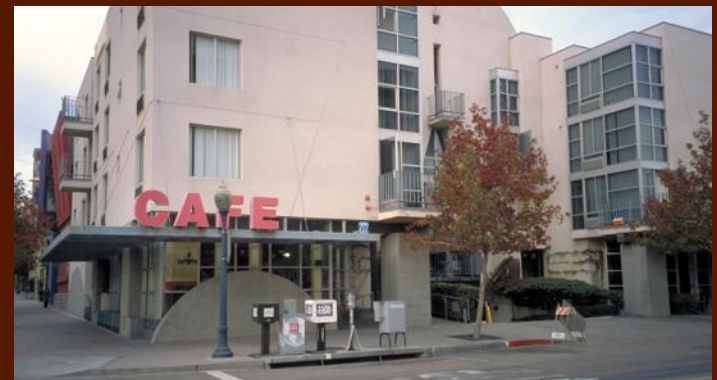
Evolve and Enhance

Add small multi-family
and/or small retail



Transform

Create a residential,
mixed-use “village”



Slauson Station

Maintain

Keep existing industrial and commercial character



Evolve and Enhance

Add higher intensity job uses such as light-industrial/flex and office



Transform

Create a residential, mixed-use "village"





Community Identity

Community Identity

Purpose: Prioritize community improvements.

- Community Safety
- Alleys
- Community Beautification
- Administrative Activities
- Open Space

Vote on specific community improvements

- Least Difficult
- Medium Difficulty
- Most Difficult

Community Safety

Least Difficult:

- Neighborhood Watch groups

Medium Difficulty

- Improve transit station areas
- Improve street lighting
- Safe Routes to Schools Programs
- Improve traffic safety for pedestrians, including traffic calming

Most Difficult:

- Police station in Florence-Firestone



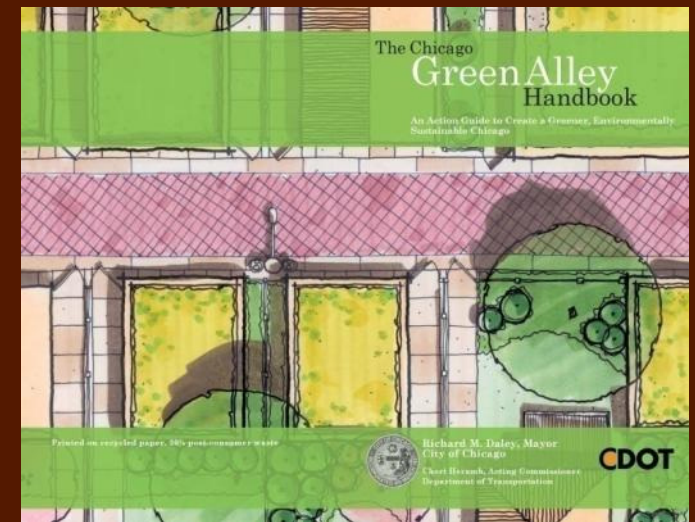
Alleys

Least Difficult:

- Name the alleys
- Neighborhood alley cleanup events
- Alley Improvements handbook

Medium Difficulty

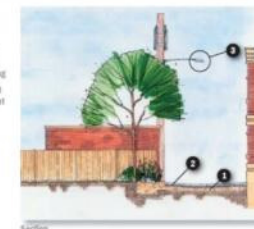
- Increased code enforcement
- Increased County cleanup of alleys



Green Alley Pilot Approach #1:
Green Pavement Materials with
Conventional Drainage



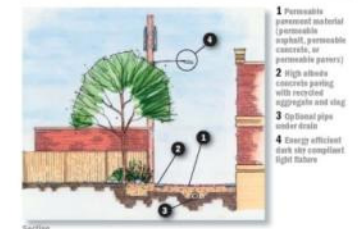
- 1 Recycled concrete base material
- 2 High albedo concrete paving with recycled aggregate and slag
- 3 Energy efficient dark sky compliant light fixture



Green Alley Pilot Approach #2:
Full Alley Infiltration Using
Permeable Pavement



- 1 Permeable pavement material (permeable asphalt, permeable concrete, or permeable pavers)
- 2 High albedo concrete paving with recycled aggregate and slag
- 3 Optional inlet structure with pipe under drain
- 4 Energy efficient dark sky compliant light fixture



Alleys

Most Difficult:

- Community gardens in alleys
- Privatized alleys
- Linear parks through alleys
- Green alley program (green space and stormwater system)



Community Beautification

Least Difficult:

- Neighborhood Watch groups
- “Welcome” signs at major entryways
- Banner signs on major roadways
- Small-scale tree planting in neighborhoods
- Tree maintenance
- Neighborhood cleanup days



Community Beautification

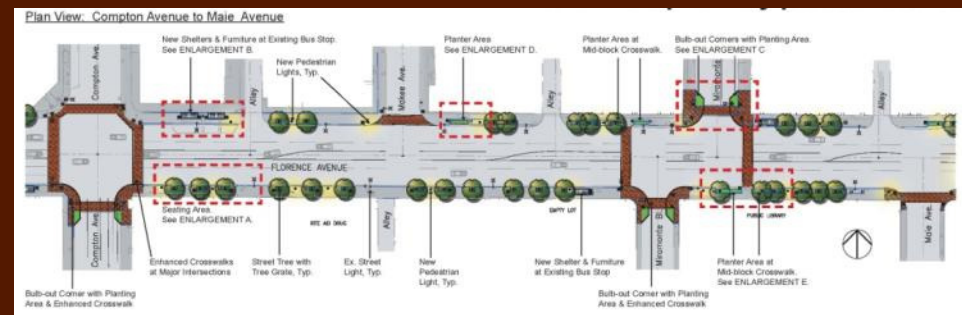
Medium Difficulty

- Entry treatments
- Increased code enforcement in neighborhoods and along corridors
- Comprehensive tree planting and landscaping in neighborhoods
- Sidewalk improvements along corridors
- Community mural program



Most Difficult:

- Community-wide streetscape improvement program
- Comprehensive tree planting on corridors



Administrative Activities

Least Difficult:

- Continue FFCET
- Expanded code enforcement of residential and non-residential areas
- Create Neighborhood Associations

Medium Difficulty

- Change name of community
- Change zip code to say name of community
- Create a Municipal Advisory Committee

Administrative Activities

Medium Difficulty (continued)

- Create and support neighborhood councils
- Full-time county services in Florence-Firestone
- Full-time community organizer

Most Difficult:

- Create 1 supervisorial district
- Create an Redevelopment Agency for Florence Firestone

Open Space

Least Difficult:

- Enhance existing facilities and services

Medium Difficulty

- Community gardens on vacant lots
- Community gardens in alleys
- Tot lots on vacant lots
- Joint use agreements with local schools



Open Space

Most Difficult:

- Linear park along utility lines
- Walking path or linear park along railroad tracks
- Bury train and create a linear park



Instructions

Discuss the actions

Each person given voting dots

- Least Difficult - 4 dots (1 point)
- Medium Difficulty – 3 dots (2 points)
- Most Difficult - 2 dots (3 points)

You may exchange dots (examples)

- Trade in 1 Most Difficult for 3 Least Difficult
- Trade in 1 Least Difficult and 1 Medium Difficulty for 1 Most Difficult

Individually vote on each action

Report Back

Community Design Vision

- General direction of the group for each area
- Any divergent opinions
- Other comments mentioned by the group

Community Identity

- Results of voting exercise
- Other comments mentioned by the group

for additional information



Matt Raimi

Raimi + Associates

510-666-1010

matt@raimiassociates.com

Steven Jareb

LA County Dept of Regional Planning

213-974-6454

sjareb@planning.lacounty.gov

